

The
ANAGRAM
Book

by Silas F. Seadler

2016



Kicker To
congratulations

You are the bomb!!

We love you very much and we are excited you to
know that, you can always count on us in life! V

Santa Cruz 04/11



Tio,

wir sind sehr stolz auf Dich! Schule
fertig und (zumindest nach deutschen
Recht) volljährig - was für ein Jahr!
Wir hoffen, dieses Buch verkürzt Dir
die Zeit im College, wenn Du mal keine
Zeit zum Lernen hast. Mach' daraus
die Beste Zeit Deines Lebens!

Hel



T H E A N A G R A M B O O K

THE First Complete
Compendium of
America's Newest Pas-
time Bringing You 1001

Alluring Anagram Word Puzzles, Introducing Anagram Sequences, Multiple Anagrams and Missing Word Anagrams. All Delightful and Tantalizing Variations of the Glorious Game Together with the Official Code of the Amateur Anagram Society of America, the Final Arbiter of All Anagram Arguments, Plus Visual and Verbal Demonstration of the Game in All Its Fascinating Phases and Helpful Hints on How to Do It with Alacrity and Aplomb. Not to Mention Startling Specimens of Actual Anagrams from the Experience of the Experts.

**BY
SILAS F. SEADLER**

SIMON AND SCHUSTER INC.
New York 1929

ALL RIGHTS RESERVED
COPYRIGHT, 1929, BY SILAS F. SEADLER
PUBLISHED BY SIMON AND SCHUSTER, INC.
37 WEST 57TH STREET, N. Y.
PRINTED IN U. S. A. BY ABBOTT PRESS AND
MORTIMER-WALLING, INC., N. Y.
BOUND BY H. WOLFF, EST., N. Y.

First Printing, December, 1929
Second Printing, January, 1930
Third Printing, April, 1930

To DODO
The Original Anagram Widow



Digitized by the Internet Archive
in 2026

<https://archive.org/details/anagrambook0000sila>

TABLE OF CONTENTS



THE SPORT OF SPORTS	ix
PREFACE	1
HOW TO SOLVE THE PROBLEMS	4
HINTS FOR THE SOLUTION OF THE PROBLEMS	9
THE ANAGRAMS	13
HOW TO PLAY THE GAME OF ANAGRAMS	110
CODE OF THE AMATEUR ANAGRAM SOCIETY OF AMERICA	117
NOTE ABOUT THE AUTHOR	119
THE ANSWERS	121

THE SPORT OF SPORTS*

Oh, some may thrill to the bugle's trill
Of the hunt at the break of dawn,
Or the rousing sport of the tennis court
On the green of a well-kept lawn,
And some may speak of the crash of cleek
As the ball down the fairway slams,
But give me the grandest sport of all,
A game of Anagrams.

*A game of Anagrams, my lads,
And a rollicking spelling song,
And who'll not thrill to a well-played kill
Of a word eight letters long?
So here's to the sport of sports, my lads,
And give it a hearty cheer—
Oh, a rollicking game of Anagrams
And a good song ringing clear!*

Though some, indeed, of a sluggish breed,
Dull clods of a baser sort,
May sit unstirred by the hard-fought word
And the tingling zest of sport,
Yet here's to the lad whose blood runs mad
As the letters turn and fall!
So yoicks for a game of Anagrams
And the sound of the Red Gods' call!

*So hark to the Red Gods' call, my lads,
And the riotous sap of spring,
Let a cheer be heard for the well-spelled word;
For youth will have its fling.
And a rouse for the missing vowels, my lads,
As the long-sought word draws near—
Oh, a jolly old game of Anagrams,
And a good song ringing clear!*

—NEWMAN LEVY

*Reprinted from "Life" by permission of the author

PREFACE

WHAT a habit this delectable pastime gets to be. In Life's most serious moments your chronic Anagrammist is lured by the fascination of a word susceptible to change. All else slips past his consciousness. He hears as in a dream the philosopher who tells him "We are the groppers after truth and beauty." But he hears only the inviting word "groppers" and in his inner Anagram consciousness he is saying "Ah, 'groppers' with 's' is 'progress'!"

Frankly, it was never the intention of the author of *The Anagram Book* to devote valuable space to a Preface. He has succumbed to the repeated assurance of his publishers that never was there a Nobel Prize selection, or a Pulitzer winner or even a Book-of-the-Month Club choice without a Preface.

The essential purpose of this book is to offer to an ever-growing group of Anagram players material, hitherto inaccessible, to nourish their hunger for the irresistible game. Up to the moment of writing a Preface there had been sporadic Anagram puzzles printed here and there. Mr. Alexander Woolcott in *The New Yorker* initiated the charming custom of publishing interesting Anagrams that were occurring in contests at Wits' End, his town house, and at Neshobe Island, his rustic hideaway. During the last Spring and Summer these ingenious word puzzles intercepted many a metropolitan yawn and kept a dull world from getting duller.

The popularizing of Anagrams has not been without its more dramatic moments. Among the author's friends are devoted husbands, models of domestic propriety upon whom, alas, the Anagram fever has fastened itself. These gentlemen, ordinarily meticulous in their adherence to punctual dining, have recently come to pause at the end of a business day for a few innocent rounds of Anagrams. So tantalizing is the hold of the game, so insidious is its challenge to the mind, that once begun, only a super-man may drag himself from the heated contest. Thus the "Anagram Widow" has come into being, a poor wench irrevocably tied to an addict. While she is taking toast with

tea to stave off starvation, he is taking "nerve" with "e" to make "veneer."

Out of the Saga of the Anagrammist the saddest story is of the Busy Executive. Fatally under the influence of the shifting Anagram cubes he had secreted a box of the letters inside his polished mahogany desk and it was his custom to recruit an underling for a game or two to alleviate the day's travail. Many a suppliant wandered away from the outside gate, lulled by the familiar theme song "In conference" or "Not in" while the Dynamic One skillfully made "thrones" out of his competitor's "hornet" by the simple expedient of adding an "s." When the Busy Season descended upon the Busy Executive he was more than ever in the thrall of Anagrams. His attention, so necessary in this vital time, was dedicated only to the Anagram alphabet. The prospect for the future was bleak until there came a day when a courageous youth, visioning disintegration and ruin for all of them, deftly removed the cause of their Boss's infatuation. With no Anagram set to distract him the worthy gentleman applied himself diligently and with results to his duties. Weeks later you may be sure he commended the far-seeing lad who at the risk of his job had done this noble thing. The boy disports a loyalty button to this day, it is said.

Anagrams have a brilliant past, and, we trust, an equally brilliant future. They were an amusement of antiquity, employed by the Kabbalists, not to be confused with the modern Kibitzers, to ferret out the secret meaning woven into words. The Greeks and Romans were among the most active Anagrammists, and in France during the Middle Ages we discover that one Thomas Billon was appointed "Anagrammist to the King" by his monarch Louis XIII. The Encyclopedia also tells us that a certain Francois Marie Arouet made an Anagram out of his family name, taking the letters Arouet, l. j. (le jeune, the younger) and making—believe it or not—Voltaire out of it all. According to later ruling that wouldn't have been permitted, but Voltaire not only got away with it, but made good with that Anagram.

So much for the Preface. In subsequent pages we explain how to work the Anagram problems of the book, giving simple indications for beginners and useful Hints to solution for more advanced players. It is suggested that these clues be carefully studied and at such times as an Anagram seems difficult to solve it may prove helpful to refer again

to the Hints. At the back of the book is presented an exposition of the game of Anagrams as played with the wooden blocks, with an actual game fully illustrated.

The author takes this opportunity to thank those who have contributed to the general merriment of *The Anagram Book* and trusts that those who buy this volume will have as much fun in the solution of its puzzling pages as he had in working up the 1001—count 'em—problems herein contained.

—SILAS F. SEADLER

Important!

(Read thoroughly. And re-read in the pinches!)

HINTS FOR THE SOLUTION OF THE PROBLEMS IN THE ANAGRAM BOOK

THE OPENING word-puzzles of the book are for the most part simple. They are designed to start the newcomer on the way to happy hours in Anagrams. Once you get the swing of it, you'll find certain hints and cues in the words that will help you when you get to some real brain-teasers later on. The first Anagrams of the book will be helpful not only for the less experienced player, but they will give the more skilled Anagrammist a chance to get warmed up for the fray.

A general piece of advice: Don't be alarmed by the smug appearance of a word that seems almost impervious to change. You can capture it by ripping the letters apart and seeking the key in one of many combinations that happen again and again. For instance:

(1) WORDS ENDING IN "ING"

As soon as you are given a word ending in "ing" be sure to break up this suffix in making your Anagram. Probably the most famous example of the "ING" Anagram is the word **LOADING** to be captured with an A. The Anagram is **DIAGONAL** and the break-up of "ING" ending is apparent. Another example is **ACHING** to be captured with an R. The Anagram is **CHAGRIN**. Be sure to rip apart that "ING" as soon as you spot it.

(2) LOOK FOR THE "AB" COMBINATION

Where the letters A and B appear within a word take them and try them to start the Anagram with "AB" as a prefix. For example the word **BOATS** to be changed with an R. Take out the "AB" and you have remaining "ORTS." The Anagram is **ABORTS**. Another example: The word **BEATS** to be changed with an A. Take out the "AB" combination and you have "ATES" left. The Anagram is **ABATES**.

(3) LOOK FOR THE "RE" COMBINATION

The prefix "RE" often helps in the solution of an Anagram. Given **LIFER** to change with an L. Place the "RE" to start off with and the Anagram works itself out as **REFILL**. Given the word **INFER** to be changed with E. Start your solution with "RE" and the Anagram becomes **REFINE**.

(4) LOOK FOR THE "IM" AND "IN" COMBINATIONS

Scan the given word for I and M and start off your solution with the prefix "IM." As in the case of SIMPER to be changed with an S start off with "IM." The Anagram is IMPRESS. Another example: The word MOPES to be changed with I. The Anagram is IMPOSE. The "IN" combination is equally helpful as a clue. The word FINE to be changed with an R. The Anagram is INFER. The word DINES to be changed with an I. The Anagram is INSIDE.

(5) THE "UN" AND "EN" COMBINATIONS

Prefixes and suffixes are all worth watching for, and often lead to a quick solution. Watch for the "UN" or "EN" concealed within a word. Given the word TUNER to be changed with U. Start off with the "UN" and the Anagram becomes UNTRUE. Similarly, given the word GREEN to be captured with A, start off your solution with "EN" and the solution becomes ENRAGE.

(6) DARE WITH "D" BECOMES ADDER

When given a consonant the same as appears within the word to be changed but not next to it, place them together and see what happens. Very often it's the key to solution, as in the case of DARE to be changed with D. By placing the two D's together the approach to ADDER is easy. Given the word BREAST to be changed with T, place the two T's together and this clue is half way to the solution BATTERS.

(7) WHEN "Y" IS ADDED LOOK FOR "LY"

Whenever you are given the letter Y to be added to a word look for an L to make the combination "LY." For example: the word LURES is to be changed with Y. Place the "LY" combination at the end and the Anagram constructs itself as SURELY. The word LAID is to be captured with Y. Place the "LY" at the end and you get DAILY.

(8) WHEN TWO VOWELS ARE TOGETHER

Watch out for two adjoining vowels as in the case of PEEL to be changed with R. Split the vowels and make two syllables by inserting a consonant between the vowels. This Anagram becomes LEPER. The word REEF to be changed with R becomes REFER.

(9) START OFF WITH "G" OR "T"

Look for the hard-sounding "G" or "T" as a possible starting point when these letters occur within a word. Given, for instance, LARGE to be changed with O. Start the word with "G" and follow with all possible combinations. In this case the Anagram is GALORE. The word LEGAL to be changed with Y becomes GALLEY. Similarly, when "T" appears in a word, as in LATENT to be changed with S. Start off with "T" and a survey of possible combinations eventually

gives you the Anagram TALENTS. Given the word LETTER to be changed with S, by starting with "T" you get the Anagram TRESTLE.

(10) START YOUR ANAGRAM WITH "W"

When the letter "W" appears, try to lead off with it and follow with a vowel. As in the case of NICHES to be changed with "W." By starting off with "W" and trying either of the vowels E or I you get the Anagram WINCHES. Another example: The word ANSWER is to be changed with D. Start off with the "W" as suggested and follow with either of the vowels A or E. The "WA" combination is the correct one and the Anagram solution is WARDENS.

Perhaps before starting in the problems themselves, it might repay you to read the section on pages 110 to 118 on "How to Play the Game of Anagrams" and the "Code of the Amateur Anagram Society of America."

NOTE: The lower part of each page is left blank to provide working space for the solution of the Anagram problems. Attached to this book is a Venus pencil for your convenience. When you have constructed an Anagram, enter your solution on the dotted line under each problem.

ANSWERS are printed in the back of this book, upside down. This may seem to be excess of zeal but it is done to safeguard the results by making it more difficult to take even one little peek. Certainly no lady would do such a thing but some men *are* awful snoopers. It should be noted that oftentimes there is more than one Anagram possibility with each given word. The Answers in the back of the book are given as the AUTHOR'S VERSIONS and your construction is equally acceptable, providing it meets the established rules of Anagrams.

WE'RE OFF! IT'S A CINCH AT FIRST! BUT JUST WAIT!

(Easy Anagrams to help the beginner get under way—and to give the expert
batting practice)

S A K E with D

— — — — —

S U P E R with T

— — — — —

F O A L with T

— — — — —

S C A N with E

— — — — —

C H O P with R

— — — — —

B I R D with E

— — — — —

V A L E with N

— — — — —

M E A L with D

— — — — —

S P O R T with U

— — — — —

R I C H with A

— — — — —

PRACTICE MAKES PERFECT! KEEP
DOING THE EASY ONES FIRST!

R E A D E R with M

— — — — —

S A F E with C

— — — — —

T O N G S with R

— — — — —

C U R L with H

— — — — —

C A R D with E

— — — — —

C A T E R with E

— — — — —

F R O S T with E

— — — — —

T E E T H with R

— — — — —

T A L E with R

— — — — —

S A L E with E

— — — — —

ANAGRAMS GET TO BE A HABIT. TRY
THESE AND YOU'LL WANT MORE!

T O R E with V

— — — — —

I D E A with S

— — — — —

W O R D with C

— — — — —

G O R E with U

— — — — —

D R O V E with U

— — — — —

N E A R with V

— — — — —

M A S H with E

— — — — —

B A L E with T

— — — — —

L O A D with U

— — — — —

C R A B with E

— — — — —

DON'T RITZ THE EASY ONES!
YOU'LL BE SORRY LATER ON!

W O L F with N

— — — — —

D A R T with E

— — — — —

F L A R E with F

— — — — —

G I B E with L

— — — — —

G N A T with U

— — — — —

T A L E with D

— — — — —

L I E D with Y

— — — — —

L A D Y with L

— — — — —

L A V E with U

— — — — —

M E O W with N

— — — — —

MORE FOUR-LETTER WORDS. BUT THEY'RE
NOT ALWAYS AS EASY AS THEY LOOK.

R A I D with Y

— — — — —

M O V E with N

— — — — —

O U S T with G

— — — — —

P A I D with V

— — — — —

R A G E with Z

— — — — —

P E S T with Y

— — — — —

S N O B with I

— — — — —

S U E T with P

— — — — —

V E A L with G

— — — — —

T I M E with R

— — — — —

WE'RE PROGRESSING. HERE'S A
PAGE OF FIVE-LETTER WORDS!

A B I D E with L

— — — — —

B E E T S with G

— — — — —

D I R G E with R

— — — — —

M I N E R with V

— — — — —

O B I T S with G

— — — — —

R I V E T with Y

— — — — —

R E L I C with O

— — — — —

W I V E S with L

— — — — —

Z E B R A with N

— — — — —

L O V E R with G

— — — — —

THEY'RE NOT MUCH HARDER THAN
FOUR-LETTER WORDS AFTER ALL !

L O W E R with T

— — — — —

R A N G E with D

— — — — —

V I A N D with S

— — — — —

I R A T E with G

— — — — —

D R E A M with I

— — — — —

A T L A S with N

— — — — —

A P P L E with A

— — — — —

I N E P T with S

— — — — —

R I S E N with D

— — — — —

T O N I C with S

— — — — —

MAYBE IT WOULD HELP TO GO BACK
AND LOOK AT THOSE "HINTS" AGAIN!

A N G E R with T

— — — — —

B A R G E with G

— — — — —

G R A C E S with O

— — — — —

N O V E L with S

— — — — —

N O R T H with S

— — — — —

O T T E R with A

— — — — —

O M E N S with G

— — — — —

T R A C E with P

— — — — —

S C R E E N with O

— — — — —

E N T E R with P

— — — — —

JUST FOR RELAXATION. A PAGE
OF FOUR-LETTER WORDS. SIMPLE!

A L M S with I

— — — — —

B O A T with O

— — — — —

D E E R with F

— — — — —

R U S E with H

— — — — —

Z E R O with F

— — — — —

A R I D with L

— — — — —

B U R N with A

— — — — —

D R U G with E

— — — — —

E E L S with N

— — — — —

R U S H with O

— — — — —

Introducing
ANAGRAM SEQUENCES

THEY LOOK MUCH HARDER T H A N T H E Y A R E !

(The Anagram Sequence is fully described in the front of the book under the section HOW TO SOLVE THE PROBLEMS IN THE ANAGRAM BOOK. Look back and examine the Sequences given there. Then come back to this page—and the fun starts!)

C A R D with E

— — — — — with S

— — — — — with E

— — — — —

B E A T with L

— — — — — with S

— — — — — with D

— — — — —

G R A N D with E

— — — — — with E

— — — — — with D

— — — — —

P L E A T with S

— — — — — with R

— — — — — with E

— — — — —

QUITE AN IDEA THOSE SEQUENCES! WATCH!
THEY GET EXCITING—AND TOUGHER!

S P A N with I

— — — — — with O

— — — — — with S

— — — — —

W A S T E with R

— — — — — with S

— — — — — with L

— — — — —

D E E R with G

— — — — — with E

— — — — — with T

— — — — —

L I T R E with A

— — — — — with C

— — — — — with M

— — — — —

GOING UP! TRY YOUR HAND AT SOME
SIX-LETTER ANAGRAM BRAIN-TEASERS!

L A T I N S with L

— — — — —

C A P E R S with M

— — — — —

C H A I N S with P

— — — — —

B U T T E R with I

— — — — —

P I K E R S with P

— — — — —

S A C R E D with U

— — — — —

V A R I E S with N

— — — — —

E R A S E D with C

— — — — —

T O T I N G with H

— — — — —

T E N N I S with E

— — — — —

“TONSIL” IS REMOVED WITH AN “O”!
IT’S A PLEASANT ANAGRAM OPERATION!

T O N S I L with O

— — — — —

W E L K I N with L

— — — — —

C R E D I T with V

— — — — —

B R E A C H with M

— — — — —

A R R E S T with G

— — — — —

B R E A T H with L

— — — — —

S C O N E S with F

— — — — —

B L I T H E with M

— — — — —

L E T T E R with S

— — — — —

L I M P I D with E

— — — — —

Introducing
MULTIPLE ANAGRAMS

DON'T LET THE NAME FRIGHTEN YOU!

(It's amazing how many different Anagrams can be made out of one word. Multiple Anagrams are a fascinating new development of the game. They are thoroughly explained, together with interesting examples, in the fore part of the book under the section HOW TO SOLVE THE PROBLEMS OF THE ANAGRAM BOOK. Turn back and read again how it's done. Multiple Anagrams are exceptional practise in Anagram construction. The next time you engage in a wood-block game of Anagrams, you'll find that you're able to see a variety of "takes" among the words on the table. Try these Multiple Anagrams as a starter.)

B L A R E with W

— — — — —

B L A R E with G

— — — — —

B L A R E with B

— — — — —

B L A R E with I

— — — — —

A M B L E with D

— — — — —

A M B L E with G

— — — — —

A M B L E with D

— — — — —

A M B L E with R

— — — — —

WATCH THE LITTLE "ACORN" GROW!

A C O R N with H — — — — —

A C O R N with B — — — — —

A C O R N with E — — — — —

A C O R N with R — — — — —

C L E A T with K — — — — —

C L E A T with N — — — — —

C L E A T with R — — — — —

C L E A T with S — — — — —

MAYBE YOU CAN DISCOVER MORE MULTIPLE
ANAGRAMS THAN ARE GIVEN BELOW. MAYBE!

T E A S E with R _ _ _ _ _

T E A S E with D _ _ _ _ _

T E A S E with T _ _ _ _ _

T E A S E with D _ _ _ _ _

T R A I L with A _ _ _ _ _

T R A I L with E _ _ _ _ _

T R A I L with U _ _ _ _ _

T R A I L with O _ _ _ _ _

HERE'S A CHALLENGE FOR THE BEST OF ANAGRAM TALENTS. IT TAKES TWO LETTERS TO CAPTURE THESE ELUSIVE ANAGRAMS!

(Up to this point all the Anagrams have been vulnerable with one letter. The nonchalant Anagrammist doesn't hesitate to reconstruct a word when it requires two letters to do so. For example the word WART in a heated Anagram contest could be made your own, perhaps permanently, with the addition of "O" and "D" giving you the Anagram "TOWARD." The following are more difficult, but then we're progressing!)

W R A I T H with W and D

M O T T O with P and S

A L T A R with U and N

A N T I C with R and U

S H A N K with V and I

S E R V E S with E and R

T I R I N G with E and U

T A N G L E with I and R

C L U E S with O and G

C H A R R E D with G and E

JUST TO RELAX! A PAGE OF ANAGRAMS TO
REST THE BRAIN. THEY'RE NOT TOO EAS

C A B L E with M

— — — — —

C E N T S with I

— — — — —

M U T E S with K

— — — — —

R A G E D with N

— — — — —

R I D G E with L

— — — — —

A S T E R with R

— — — — —

A V E N G E with R

— — — — —

S H A V E R with T

— — — — —

S A L V E with T

— — — — —

T R A C E S with L

— — — — —

“NAIAD” LOOKS ALMOST SAFE FROM
CAPTURE. TRY IT WITH AN “L”.

N A I A D with L

— — — — —
D U D E S with R

— — — — —
B A R D S with U

— — — — —
B L O A T with L

— — — — —
S C O N E with A

— — — — —

T E A C H with D

— — — — —
N A S T I E R with B

— — — — —
L I N E S with E

— — — — —
G R E E D with D

— — — — —
E N A M O R with F

— — — — —

WATCH OUT! IN THESE SEQUENCES THERE
ARE INTERESTING TWO - LETTER CHANGES!

B L A S T with E

— — — — — with I
— — — — — with S
 and H
— — — — —

Q U I T S with O

— — — — — with O
 and M
— — — — —

T I L E S with N

— — — — — with L
— — — — — with B
 and U
— — — — —

L I M E S with S

— — — — — with O
 and C
— — — — —
 with A
— — — — —

NO WONDER ANAGRAMS IS THE NEW NATIONAL DELIGHT! HERE ARE SEQUENCE TEASERS!

P O S T H A S T E with O

with T

P L E A D with C

----- with A and T

----- with U
and T

with I

T A L E with R

----- with E

----- with O
and V

G L E A N with S

----- with I

----- with E

IS THIS THE RECORD?

19 MULTIPLE ANAGRAMS WITH THE WORD "TRIES"

(Up to the moment of printing we were unable to locate Anywhere On Earth a longer series of Multiple Anagrams than appear on this and the next page, all constructed, mind you, with only one-letter changes. When the word "TRIES" occurs again in your next Anagram fracas remember it can be taken 19 different ways. How many can you discover? Maybe you'll find others? Let's hear them. Send in your longest series of Multiple Anagrams—and if it's longer than 19 you're the record-holder.)

T R I E S with W	— — — — —
T R I E S with O	— — — — —
T R I E S with P	— — — — —
T R I E S with V	— — — — —
T R I E S with N	— — — — —
T R I E S with F	— — — — —

(Continued on next page)

T R I E S with S	— — — — —
T R I E S with D	— — — — —
T R I E S with M	— — — — —
T R I E S with M	— — — — —
T R I E S with L	— — — — —
T R I E S with M	— — — — —
T R I E S with P	— — — — —
T R I E S with M	— — — — —
T R I E S with P	— — — — —
T R I E S with M	— — — — —
T R I E S with T	— — — — —
T R I E S with N	— — — — —
T R I E S with B	— — — — —

“GRANITE” WITH “N” AND “E” IS EDIBLE
—BUT THAT’S NOT THE ANAGRAM!

GRANITE with N
and E
— — — — —

SHEARING with S
— — — — —

PIPER with K
— — — — —

NICHE with C and K
— — — — —

BEADS with E
— — — — —

ASUNDER with L
— — — — —

GUIMPE with N
— — — — —

FILET with R
— — — — —

PARROT with P
— — — — —

TORSO with P
— — — — —

MIXING 'EM! SOME TOUGH BABIES AND
SOME SNAPS TO EQUALIZE THINGS!

T O N E S with N

— — — — —
G A M I N with E

— — — — —
B O R E S with M

— — — — —
A B A T E S with O and G

— — — — —
T A K E S with C

R O A C H with T and I

— — — — —
P O M E S with I

— — — — —
N O M A D with I

— — — — —
L O B S T E R with U

— — — — —
I D E A L with S

THE ANAGRAMMIST'S HOLIDAY. THEY'RE
THE KIND THAT BEG TO BE CAPTURED!

H E A T S with C

— — — — —

L A T E N T with S

— — — — —

G R O I N with I

— — — — —

E F F O R T with I

— — — — —

C A F E S with T

— — — — —

B U R N T with A

— — — — —

A R D E N T with V

— — — — —

S H E E R with P

— — — — —

T H E S E with B

— — — — —

T H O S E with O

— — — — —

DON'T START THESE SEQUENCES IF
YOU'RE IN A HURRY. THEY TAKE TIME!

G L I N T with E

— — — — — with M
— — — — — with A
— — — — — —
— — — — — with N
— — — — — —

P A N T S with I

— — — — — with H
— — — — — with E
— — — — — —
— — — — — with M
— — — — — —

REST THE WEARY BRAIN WITH THESE ANA-
GRAMS—BUT THEY'RE NOT *TOO* RESTFUL!

M A G N E T with U
— — — — —

L O S E R with R
— — — — —

K I T E S with L and L
— — — — —

H E A L E R with T
— — — — —

G R E E N with Y
— — — — —

F E T I D with G
— — — — —

E A R N E D with S
— — — — —

C A P E R with L
— — — — —

A V A R I C E with L
— — — — —

A T T A R with N
— — — — —

GATHER 'ROUND, YE ANAGRAMMISTS,
HERE ARE WORDS TO TANTALIZE!

B E L O N G with I
_ _ _ _ _

B O U T S with R
_ _ _ _ _

D E C A D E with C
_ _ _ _ _

T H R O B with E
_ _ _ _ _

T O I L I N G with A
_ _ _ _ _

S H O U T with P
_ _ _ _ _

S C R E A M with A
_ _ _ _ _

R E Q U E S T with O
and G
_ _ _ _ _

G R E E N with A
_ _ _ _ _

P R U D E S with U
_ _ _ _ _

MULTIPLE ANAGRAMS THAT MAY BE CHANGED IN ONLY A FEW WAYS.

(Can you add others?)

D I N K Y with L _ _ _ _ _

D I N K Y with E _ _ _ _ _

D I M E S with L _ _ _ _ _

D I M E S with G _ _ _ _ _

D I M E S with L _ _ _ _ _

P R A T E with M _ _ _ _ _

P R A T E with S _ _ _ _ _

P R A T E with E _ _ _ _ _

P L A C E S with H _ _ _ _ _

P L A C E S with L _ _ _ _ _

IT'S SIMPLE TO CAPTURE THE WORD "SAME"—HERE ARE 12 MULTIPLES!

(See how many more you can get.)

S A M E with U	— — — — —
S A M E with N	— — — — —
S A M E with R	— — — — —
S A M E with R	— — — — —
S A M E with L	— — — — —
S A M E with L	— — — — —
S A M E with S	— — — — —
S A M E with R	— — — — —
S A M E with B	— — — — —
S A M E with D	— — — — —
S A M E with G	— — — — —
S A M E with T	— — — — —

TWO-LETTER CHANGES MAKE LIFE
MERRY FOR THE ARDENT ANAGRAMMIST!

S A C R E D with E and E
— — — — —

S C E N E with O and L
— — — — —

B E S T E D with D and A
— — — — —

R A D I S H with H and P
— — — — —

V I N E G A R with E and P
— — — — —

S T O R I E D with C and R
— — — — —

S O L D I E R with I and U
— — — — —

R E I G N with H and K
— — — — —

P O I S O N with C and R
— — — — —

O R I G I N with D and R
— — — — —

MORE TWO-LETTER CHANGES FOR
NEVER-SAY-DIE ANAGRAMMISTS!

N O V E L S with C and U
— — — — —

S A L U T E with A and B
— — — — —

S M I R K S with I and H
— — — — —

T R E N C H with M and A
— — — — —

V I E W S with E and L
— — — — —

W A T E R S with D and W
— — — — —

E N R A G E with G and N
— — — — —

D O I L Y with H and A
— — — — —

S A R D O N I C with O
and C
— — — — —

D O M A I N with N and L
— — — — —

SOMETIMES ONE-LETTER CHANGES ARE AS
HARD AS TWO! FOR INSTANCE, THESE!

G E I S H A with R

— — — — —

F O L L I E S with U

— — — — —

F E R R Y with A

— — — — —

S C O R E with U

— — — — —

D U N E S with U

— — — — —

T I N G L E with H

— — — — —

N O D E S with D

— — — — —

M O N I E S with O

— — — — —

L O R D S with W

— — — — —

I G N O R E with F

— — — — —

Introducing
MISSING WORD ANAGRAMS.
THEY'RE AS GOOD AS A CODE SYSTEM

A brand new wrinkle in the alluring art of the Anagrammist is the MISSING WORD ANAGRAM puzzler. Read the touching legend on page 63 and you will find certain very essential words given in Anagram form. When these words are reconstructed the full and vital meaning of the touching legend becomes apparent. That, dear reader, is Missing Word Anagrams, and not a bad system for conveying subtle messages to some one, providing her husband is not a good Anagrammist. Western Union reports the appearance of Missing Word Anagram communiques. Try one yourself. But first try this one.

PATHETIQUE

(A Saga in Missing Word Anagrams)

She sat moodily in the squalid restaurant. She hadn't even an
S T O R E with C T R E A T S with T

— — — — — with her. A waiter in — — — — — approached.
T R I B E S with K

"We have some — — — — — today," he said roguishly. "Perhaps
C U T T L E with E

you would like some — — — — — on the side." The radio, which
M E A N T with H

up to then had been silent, now began to give forth an — — — — —
S A T A N with O

followed by a Beethoven — — — — —. "Haven't you even a little
S W E A R with N

— — — — — for me," asked the waiter. The music was like a
R A C E S with S V I N E S with L

— — — — — and she could not help but — — — — —. "Bring
M A R C E L with A

me a — — — — — ,” she said simply.

THE MALADY OF MABEL

(Missing Word Anagrams Tell This Tragic Tale)

ERGOT with I

"Alas, poor Mabel was suffering from — — — — — and though her handsome doctor came day after day he did not give her what you might
TONIC with A

call — — — — —. She had to be satisfied with a bit of
ENNUI with I and Q THRONES with A

— — — — —. She thought of calling in — — — — —
TARDILY with O

but very — — — — — decided to sit in her yard where the wall
TACTILE with D MODEL with Y

was — — — — — and every time she heard a — — — — —
she was sure her handsome medico was approaching with his
THEIR with Z

— — — — —. How disappointed she was when he brought her only
HAUTEUR with S and S

a leather-bound — — — — —.

REMEMBER THESE ANAGRAM
REPEATERS! THEY OCCUR OFTEN
AND ARE EASILY CAPTURED!

B A T H S with I
— — — — —

B O T H E R with L
— — — — —

S C O R N with A
— — — — —

S W E A R with H
— — — — —

T A K E S with G
— — — — —

T A L E S with U
— — — — —

W E A N S with R
— — — — —

N A I L S with G
— — — — —

L E A D S with D
— — — — —

F O R G E with L
— — — — —

BREAK UP THE "ING" COMBINATION.
IT'S A GOOD HINT TO REMEMBER!

E A T I N G with N

— — — — —

C L E A N I N G with O

— — — — —

B E R T H I N G with S

— — — — —

E A R T H with W

— — — — —

E A G L E S with S

— — — — —

F E A T S with Y

— — — — —

S C R I B E with K

— — — — —

T H R E A D with S

— — — — —

C A R P E T S with I

— — — — —

A N G L E D with D

— — — — —

TO CATCH YOUR BREATH TRY THIS PAGE OF SIMPLE SEQUENCES

G E A R with N

— — — — — with V

— — — — — with E

— — — — — with C
and S

— — — — —

S W O R D with C

— — — — — with A

— — — — —

G A M I N with R

— — — — — with H

— — — — — with C

— — — — —

S E A L with E

— — — — — with S

— — — — — with W

— — — — —

LONG SEQUENCES SHOWING HOW WORDS MAY BE CAPTURED AND RECAPTURED!

P A L S with C

— — — — — with E
 — — — — — with I
 — — — — — with L
 — — — — —
 — — — — — with O
 — — — — —

R E A L with S

— — — — — with I
 — — — — — with D
 — — — — — with A
 — — — — —
 — — — — — with E
 — — — — —

FAMOUS CAPTURES IN ANAGRAMS!

(These ingenious changes were actually made during feverish Anagram contests. Most of them came under the ruling of Charming Anagrams and their acceptance in play had to be voted upon. They won with cheers!)

S C Y T H E with **K**

— — — — —
(captured by Dorothy Parker)

V A R I E S with **C**

— — — — —
(captured by Alexander Woollcott)

O R G A N D I E with **S**

— — — — —
(captured by Howard Dietz)

N A B O B with **D** and **X**

— — — — —
(captured by Frances Felsher)

C O U P L E with **S**

— — — — —
(captured by Walter Winchell)

R O A M I N G with **S**
and **U**

— — — — —
(captured by Arthur Loew)

O G L E D with **A**

— — — — —
(captured by David Blum)

L O A D I N G with **A**

— — — — —
(captured by Alexander Woollcott)

R A D I S H with **G**

— — — — —
(captured by Alice Hughes)

S H I N E D with **A** and
W and **D**

— — — — —
(captured by Dodo Seadler)

WHEN THE EXPERTS PLAY ANAGRAMS! CAN YOU SOLVE THEIR CLEVER CAPTURES?

(As on the preceding page the Anagrams below are from actual contests. They also come under the ruling of charming, but challengeable Anagrams.)

R A T I N G with U
and A

(captured by Buddy Lubin)

C U R A T E S with N
and A and C

(captured by Leonard Hall)

F I E S T A with A and D
and A

(captured by Margaret Stern)

C O I L E D with U and L
and L

(captured by Florence Ross)

D E F L A T E D with H
and A

(captured by Felix F. Feist)

C H A I N E D with A

with L

(captured by Betty Dietz)

O P E R A H A T with C
and Y

(captured by Frank Hughes)

M E R C H A N T with N
and E and R

(captured by Albert B. Seadler)

Y E S M A N with T

(captured by Sigmund Spaeth)

HOW MANY MULTIPLES CAN YOU MAKE
WITH THE WORD "TABLE"? HERE ARE 7.

T A B L E with S	— — — — —
T A B L E with T	— — — — —
T A B L E with O	— — — — —
T A B L E with L	— — — — —
T A B L E with T	— — — — —
T A B L E with S	— — — — —
T A B L E with I	— — — — —

R A C E D with A	— — — — —
R A C E D with S	— — — — —
R A C E D with T	— — — — —
R A C E D with S	— — — — —
R A C E D with S	— — — — —

WHEN YOU SEE "LADLE" AND "LITRES" AGAIN YOU'LL KNOW JUST WHAT TO DO!

(There are several Multiple Anagrams of each. And perhaps you can uncover a few more.)

L A D L E with U	— — — — —
L A D L E with I	— — — — —
L A D L E with W	— — — — —
L A D L E with C	— — — — —

L I T R E S with L	— — — — —
L I T R E S with H	— — — — —
L I T R E S with A	— — — — —
L I T R E S with B	— — — — —
L I T R E S with F	— — — — —
L I T R E S with F	— — — — —

STICKERS FROM THE TICKERS!

(If you know your Wall Street, and even if you don't, these words can be made into Anagrams culled from the world of finance.)

S T R E A M with K
— — — — —

T R U C E S with I and Y
— — — — —

R A B I E S with H
— — — — —

S A C R E D with E and E
— — — — —

T R A C E with S
— — — — —

C A R D S with T and I
— — — — —

T R O U G H with I and T
— — — — —

A L L O C A T E with R
and L
— — — — —

S T O R I E D with R
and C
— — — — —

L A N C E R with Y
— — — — —

SHORT—BUT SNAPPY ANAGRAM SEQUENCES!

A R I A S with T

— — — — — with P
and E

— — — — —

B L U E S with A

— — — — — with B

— — — — —

C H E A T S with L

— — — — — with T

— — — — —

S Q U I R E with E

— — — — — with M

— — — — —

R I V E T with U

— — — — — with F

— — — — —

G R O A N with I and D

— — — — — with S
and F

— — — — —

THE DIFFICULT AND EASY MAKE AN INTERESTING SEQUENCE MIXTURE!

E V E N with R

— — — — — with E

— — — — — with G

— — — — —

P A C E with R

— — — — — with H

— — — — — with O

— — — — — with N

— — — — —

D E A L S with P

— — — — — with H

— — — — — with O

— — — — —

D R A G with N

— — — — — with E

— — — — — with E

— — — — — with N

— — — — —

SHARPEN THE PENCIL! HERE'S AN AWE-
SOME ARRAY OF ALLURING ANAGRAMS!

U N R E A L with D

— — — — —
T U L L E with G

— — — — —
S U E D E with L

— — — — —
P L A I D S with Y

— — — — —
N E C T A R with I

G I R L S with Y

— — — — —
C A N E D with O

— — — — —
B A R B S with O

— — — — —
C U R T A I N with T

— — — — —
U S A G E S with O

WHEN TWO SIMILAR LETTERS ARE
TOGETHER, BREAK THEM APART
—THESE, FOR INSTANCE!

R U G G E D with S

— — — — —

T I N N E D with S

— — — — —

L A S S O I N G with E

— — — — —

B A S I C with N

— — — — —

P L E A D S with I

— — — — —

R O O M S with E

— — — — —

L I N N E T S with E

— — — — —

C H A R R E D with G
and E

— — — — —

B L U R T with E

— — — — —

S H I F T with E

— — — — —

ANAGRAMS LIKE THESE SHOULD BE
EASY TO SOLVE BY THIS TIME.

P L A C E with H

— — — — —

M I N E D with A

— — — — —

S A L E S with I

— — — — —

N O S E S with A

— — — — —

G L A R E S with S

— — — — —

G R E E N with A

— — — — —

B E E T S with R

— — — — —

S W O R N with D

— — — — —

S T E E R with D

— — — — —

T A C I T with S

— — — — —

EASY, BUT INTERESTING—NOT MUCH
BRAIN FAG IN THIS ANAGRAM SERIES.

T I L E S with N

— — — — —

P L A I N with T

— — — — —

N E A T E R with S

— — — — —

M O R B I D with E

— — — — —

L O Y A L with S

— — — — —

G A M E S with I

— — — — —

E S C O R T E D with A

— — — — —

D E T E R with N

— — — — —

T R A M P with I

— — — — —

L O B E S with W

— — — — —

OF ALL THINGS!

(A fascinating Drama revealed in Missing Word Anagrams.)

P O L E S with G

Mrs. Loughran was reading — — — — — when the bell rang. A
S C O R E R with G

voice at the door said, "I represent a group of — — — — — and
O V A L S with E

have brought one of our — — — — — guaranteed to relieve you of
L U N A R with E G O U R D with E

your — — — — — and your — — — — — look, certain to make
L I V E R with I S T R I V E with U

you — — — — — and it has other — — — — — ." Mrs.
T A P I R with E

Loughran smiled wanly. "You big — — — — — ," she said gently,
F R E A K with S S N O R E D with I

of all the — — — — — I'll be glad to — — — — — you. I have
L A T H E with H G L O B E with N

my — — — — — thank Heaven." Evidently he didn't — — — — — ,

BACKSTAGE!

(Missing Word Anagrams tell us this heart-gripping tale.)

CANED with R

The Manager was furious. "Whoever called that sap a — — — — — ,"

DECENT with S

he inquired acidly when the — — — — — fellow had given a

PALMS with E

USING with E

START with I

— — — — — of his so-called — — — — — . The — — — — —

SIMPER with S

FRAMER with O

who had failed to — — — — — raised a threatening — — — — —

CLUES with M

PHOTOS with T

revealing an unsuspected — — — — — . Taking a — — — — —

PALES with E

at the outspoken Manager, he left the latter — — — — — but first

PACES with E

making certain of — — — — — which to him was an ignoble

DEIGN with N

— — — — — .

CAN YOU CAPTURE "SABRE"? THERE ARE 11 WAYS AT LEAST TO DO IT!

(They're all one-letter changes and quite simple.)

S A B R E with C	— — — — —
S A B R E with I	— — — — —
S A B R E with L	— — — — —
S A B R E with D	— — — — —
S A B R E with D	— — — — —
S A B R E with V	— — — — —
S A B R E with K	— — — — —
S A B R E with K	— — — — —
S A B R E with L	— — — — —
S A B R E with T	— — — — —
S A B R E with Z	— — — — —

THEY LOOK HARD TO CAPTURE BUT THERE
ARE SEVERAL MULTIPLES OF EACH!

S T O R E D with W	— — — — —
S T O R E D with Y	— — — — —
S T O R E D with A	— — — — —

S T A M I N A with Y	— — — — —
S T A M I N A with E	— — — — —

D O L E S with Y	— — — — —
D O L E S with R	— — — — —
D O L E S with T	— — — — —

D R A M A with S	— — — — —
D R A M A with A	— — — — —
D R A M A with U	— — — — —

WHAT'S YOUR BATTING AVERAGE?

(Even the sports writer turns Anagrammist. Here are his favorite Baseball terms waiting to be solved. If you can do them all, you're batting .1000 in the Anagram League.)

S C E P T R E with N
— — — — —

C L O S E R with K
— — — — —

H E R O N S with M and U
— — — — —

S T R I P E with H and C
— — — — —

U N D E R G O with R
— — — — —

A C H E S with O and C
— — — — —

T R A C E S with C and H
— — — — —

S E R I A L with L
— — — — —

F L O U T E D with I
— — — — —

E A G L E with U
— — — — —

DON'T SAY WE DIDN'T WARN YOU! THESE
ARE TOUGH—BUT WORTH THE TROUBLE!

D A U N T with T and E

— — — — —
U N D E R G O with S

— — — — —
L Y N C H with O and A

— — — — —
L E A R I N G with T

— — — — —
I N F E C T with O and T

G E N U I N E with S

— — — — —
G L O R I E S with A

— — — — —
A N G R I L Y with E

— — — — —
B E A T I N G with L

— — — — —
N I E C E S with C

WHAT HAPPENS TO "AUNTS" CAPTURED AND RECAPTURED IS SOMETHING SCANDALOUS!

A U N T S with E

— — — — — with R
— — — — — with I
— — — — — and N

I D E A L with N

— — — — — with G
— — — — — with M
— — — — —
— — — — — with I and S

N E W S with I

— — — — — with S
— — — — — with L
— — — — — and D

A M E N with S

— — — — — with A
— — — — — with G
— — — — — with I

THERE ARE ANAGRAMMATIC ANTICS IN THESE SURPRISING SEQUENCES!

T R I P E with **A**

— — — — — with **S**
 — — — — — with **A**
 — — — — —

S T A I R with **T**

— — — — — with **N**
 — — — — — with **N**
 and **E**
 — — — — —
 with **E**
 — — — — —

P A P A L with **E**

— — — — — with **R**
 — — — — — with **W**
 and **L**
 — — — — —

M A N I A C with **R** and **O**

— — — — —
 with **H**
 — — — — —
 with **S**
 — — — — —
 with **N**
 — — — — —

AN INTERLUDE OF ARTLESS ANAGRAMS
FOR THE BRAIN-FAGGED PUZZLER!

A I S L E with N

— — — — —

P A S T E with D

— — — — —

S T A R V E with H

— — — — —

P I P E R with Z

— — — — —

M E R I T with P

— — — — —

L E A S E S with M

— — — — —

G R E A T with I

— — — — —

S L O G A N with F

— — — — —

S T A R E with B

— — — — —

T I L E S with N

— — — — —

TANTALIZING TWO-LETTER CHANGES TO
DIVERT THE ALERTLY AVID ANAGRAMMIST!

S O L I D with B and I

S O R T I E with O and T

R A M B L E with U and L

P O I N T E D with C
and E

P A T I O with P and N

N O V E L with I and T

S O U S E with C and F

S P A W N with O and E

S U I T E with U and Q

L E A C H with I and C

GUARANTEED TO KEEP YOU AWAKE UNDER
THE MOST SOPORIFIC CIRCUMSTANCES!

L A N C I N G with A
— — — — —

I N D I T E with O
— — — — —

D O P E S T E R with O
— — — — —

U N I T E R with O
— — — — —

T R A C E S with L
— — — — —

W H O R L with E
— — — — —

S P O K E with R
— — — — —

S I N E W S with T
— — — — —

W A T E R S with D
— — — — —

G R O A N with J
— — — — —

ANAGRAMS TO MEET THE TASTES OF THOSE WHO LIKE 'EM HOT AND THOSE WHO LIKE 'EM MILD!

D R A I N with C

— — — — —

A L I V E with N

— — — — —

M Y S T E R Y with M

— — — — —

N A T A L with S

— — — — —

N A M E D with D

— — — — —

O R D E A L with S

— — — — —

P E S T E R with C

— — — — —

Q U I E T with Y

— — — — —

S I L E N T with U

— — — — —

S P A R E with T

— — — — —

HERE ARE MULTIPLE ANAGRAMS AND NO LETTERS TO CAPTURE THEM WITH!

(A real test for the resourceful! Up to this point we've given you the letters that help to capture the Multiple Anagrams. Now you'll have to discover what the letters are and what Anagrams they make. Remember they must all be taken with only one additional letter. Not really difficult, once you get into it. The Answers are in the back—but don't look—yet!)

S H O R E with —	— — — — —
S H O R E with —	— — — — —
S H O R E with —	— — — — —
S H O R E with —	— — — — —
S H O R E with —	— — — — —
S H O R E with —	— — — — —

L A T H E with —	— — — — —
L A T H E with —	— — — — —
L A T H E with —	— — — — —
L A T H E with —	— — — — —

NINE DIFFERENT WAYS TO CAPTURE "RETAIN" AND NOT A SINGLE LETTER TO SHOW HOW!

(Some of the changes are simple and some very interesting indeed, but there are at least 9 Anagram possibilities from "Retain." How many times can you change it, and with what letters. Remember, only one additional letter for each capture!)

R E T A I N with —	— — — — —
R E T A I N with —	— — — — —
R E T A I N with —	— — — — —
R E T A I N with —	— — — — —
R E T A I N with —	— — — — —
R E T A I N with —	— — — — —
R E T A I N with —	— — — — —
R E T A I N with —	— — — — —

WHEN THE EXPERTS BEGIN TO STEAL THEY MAKE THESE MIRACULOUS CAPTURES!

(How did they ever do it? In the first place they were permitted, by vote, to introduce odd and charming changes. And then after all they're experts! Try your hand at them, but not for too long!)

E S S A Y with **P** and **K**

— — — — — with **E**
and **A**

— — — — —
(captured by Dawson Ireland)

B U O Y S with **B**

— — — — — with **Y**
and **D**

— — — — —
(captured by Howard Dietz)

R A P E R with **W**

— — — — — with **P**

— — — — —
(captured by Dr. D. Polowe)

O R A T E S with **G**

— — — — — with **O**
and **U** and **U**

— — — — —
(captured by Christopher Morley)

JUST TO PROVE HOW REALLY SIMPLE THE ANAGRAM SEQUENCE CAN BE!

(Watch them closely. They occur often in actual Anagram contests.)

B R I N G with **A**

— — — — — with **K**
— — — — — with **E**
— — — — —
— — — — — with **D**
— — — — —

S T A L E with **H**

— — — — — with **T**
— — — — — with **E**
— — — — —

A C H E with **R**

— — — — — with **D**
— — — — — with **T**
— — — — — with **S**
— — — — —

S T A R E with **L**

— — — — — with **N**
— — — — — with **I**
— — — — —

THERE'S AN INTRICATE WAY TO CAPTURE
"SEEMING" WITH TWO LETTERS, "U" AND "R".

S E E M I N G with U
and R

— — — — —
R A G L A N with D

— — — — —
T H E R M O S with S

— — — — —
T A X E S with R

— — — — —
D U E L I N G with S

D U P E S with I

— — — — —
C O A S T with C

— — — — —
B A R R E L with W

— — — — —
A R B I T E R S with R

— — — — —
D O I N G with I

CLEAR THE DECKS FOR A SESSION WITH THESE TERRIFYING TWO-LETTER TAKES!

(Sometimes the hardest looking ones are easiest. Don't be fooled!)

C R E A S E with I and W

C O M P I L E with A
and N

B R I S T L E with I
and E

M A I L S with I and R

E A G U E D with C
and O

B R O W N with A and I

A P P E A L with B and L

S O O T H E with H and U

L O I T E R S with A
and I

H O R S E S with B and U

THE LETTERS THAT CAPTURE THESE MULTIPLE ANAGRAMS ARE GIVEN HERE! WHAT A SNAP!

(It's different when you have to figure out what letters are needed to make
the Anagrams. These shouldn't be difficult!)

D U N E S with T

— — — — —

D U N E S with U

— — — — —

D U N E S with D

— — — — —

D U N E S with O

— — — — —

D U N E S with N

— — — — —

C H E A T S with L

— — — — —

C H E A T S with E

— — — — —

C H E A T S with S

— — — — —

C H E A T S with S

— — — — —

C H E A T S with L

— — — — —

C H E A T S with P

— — — — —

C H E A T S with C

— — — — —

IT TAKES TWO LETTERS TO CAPTURE SOME OF THESE MYS- TIFYING MULTIPLE ANAGRAMS!

(Ten interesting ways to take the word "Glued." Do you know more?)

G L U E D with N and B	— — — — —
G L U E D with C	— — — — —
G L U E D with E	— — — — —
G L U E D with P and A	— — — — —
G L U E D with N and I	— — — — —
G L U E D with G	— — — — —
G L U E D with N and I	— — — — —
G L U E D with B	— — — — —
G L U E D with H and A	— — — — —
G L U E D with N	— — — — —

QUICK AND EASY! A PAGE OF MULTIPLE ANAGRAMS THAT WON'T BOTHER YOU MUCH!

M E A N S with D _ _ _ _ _

M E A N S with R and I _ _ _ _ _

G L E A N with S _ _ _ _ _

G L E A N with D _ _ _ _ _

G L E A N with T _ _ _ _ _

G L E A N with C _ _ _ _ _

G L E A N with S _ _ _ _ _

G L E A N with M _ _ _ _ _

M O R A L with F _ _ _ _ _

M O R A L with G _ _ _ _ _

M O R A L with N _ _ _ _ _

M O R A L with C _ _ _ _ _

ONE- AND TWO-LETTER CHANGES THAT
CHALLENGE THE APT ANAGRAMMIST!

P O A C H with M and R

— — — — —
R E E L I N G with I

— — — — —
T R E A D with I

— — — — —
V E I L E D with B

— — — — —
R E E K S with B and R

Q U A I N T with E

— — — — —
P R I M E with U

— — — — —
N A S A L with N

— — — — —
G R I E F with T and A

— — — — —
G O U R D with H and T

WHAT HAPPENS TO "GOITRE"
WHEN THERE'S A "V" AROUND? IS
THERE A DOCTOR IN THE AUDIENCE?

G O I T R E with V

— — — — —

R E T I N A with R

— — — — —

R I A L T O with S

— — — — —

Q U E S T with O

— — — — —

T E A R I N G with L

— — — — —

V E R B O S E with S

— — — — —

S I M P L E with U

— — — — —

P U R E with P

— — — — —

N E U T E R with I

— — — — —

L I V I N G with E

— — — — —

HAVE YOU CONSULTED THOSE "HINTS TO SOLUTION" AT THE FRONT OF THE BOOK?

(It might be a good idea to look them over before starting this page.)

H E A T E R with W

— — — — —

R E P A S T S with S

— — — — —

S T R E A M I N G with E

— — — — —

S W E R V E with A

— — — — —

L A D I N G with U

— — — — —

P R U N E with I

— — — — —

G E N E R A L with S

— — — — —

C O R P S E with F

— — — — —

B E A R D with A

— — — — —

A G L O W with L

— — — — —

TWO SEQUENCES THAT START OFF EASILY BUT YOU'LL FIND THEM PERPLEXING AS YOU TRAVEL!

S N A G with I

— — — — — with S
 — — — — — with L
 — — — — — with I
 — — — — —
 — — — — — with S
 — — — — —

G A L E with E

— — — — — with T
 — — — — — with N
 — — — — — with I
 — — — — —
 — — — — — with N
 — — — — —

THESE SEQUENCES ARE SHORTER BUT THEY
HAVE TWO-LETTER CHANGES IN THEM!

A G U E with S and S

— — — — — with A
— — — — — with S
— — — — —

C L U E S with I

— — — — — with C
— — — — — and T
— — — — —

P A P A L with E

— — — — — with U
— — — — — nd S
— — — — —
— — — — — with C and E
— — — — —

E L B O W with R

— — — — — with U
— — — — — and F
— — — — —

SO THIS IS EREWHON!

(A Meditative Essay, done in Missing Anagrams, if you can discover how.)

D I A L S with N

C E D E D with I

There is an — — — — — not far from here and if you — — — — —

L Y I N G with K

that it's yours, you may spend — — — — — days there without

B O A R D E R with W

P L U M E S with I

thought of — — — — — living upon — — — — — like

R E S C U E with L

B L A M E with G

a — — — — — and although it's necessary to — — — — — your

R A C E R with E

— — — — — it really doesn't matter, for there you may

R O P E D with N

R E S T I V E with I

R E M O T E with S

— — — — — the — — — — — watching the — — — — —

“EAGLE” WITH “L” AND “EAGLES” WITH “S”
ARE TWO ENTIRELY DIFFERENT BIRDS!

E A G L E with L
— — — — —

D A R I N G with B
— — — — —

R I D G E with R
— — — — —

T U M O R S with C
— — — — —

T W I N E with R
— — — — —

E A G L E S with S
— — — — —

V I G I L with N
— — — — —

W I E L D with M
— — — — —

L E A S E with W
— — — — —

G R E A T with R
— — — — —

HERE'S AN ARRAY OF TWO-LETTER TAKES
FOR THE PERSISTENT ANAGRAM PUZZLER!

G A R M E N T with A
and T

— — — — —
D U R I N G with A and A

— — — — —
C H E A T S with U and M

— — — — —
A M B L E with U and N

— — — — —
E V I C T E D with T
and E

C H A R I O T with E
and K

— — — — —
A N G U L A R with E
and T

— — — — —
C E R E A L with T and A

— — — — —
H A R P Y with T and E

— — — — —
G R A M with E and E

MAYBE YOU CAN DISCOVER ADDITIONAL
MULTIPLE ANAGRAMS FOR THESE WORDS!

F I E L D with O

— — — — —

F I E L D with D

— — — — —

F I E L D with T

— — — — —

F I E L D with R

— — — — —

F I E L D with E

— — — — —

F I E L D with L

— — — — —

M E N T A L with S

— — — — —

M E N T A L with I

— — — — —

M E N T A L with S

— — — — —

A LOT OF ANAGRAMS MAY BE CAPTURED IN AT LEAST TWO DIFFERENT WAYS!

(Here are a variety of words that might occur in any contest of wood-block Anagrams, and each is demonstrated to be vulnerable two ways with but the addition of a single letter. See if you can uncover additional Multiple Anagrams from these.)

R A C E S with P

— — — — —

R A C E S with P

— — — — —

—————

T R I F L E with E

— — — — —

T R I F L E with B

— — — — —

—————

T U N E S with A

— — — — —

T U N E S with I

— — — — —

—————

T U L I P with P

— — — — —

T U L I P with F

— — — — —

—————

T R O O P with U

— — — — —

T R O O P with R

— — — — —

—————

IT'S NOT ALWAYS THE LENGTH OF THE WORD THAT MAKES IT DIFFICULT TO CAPTURE!

(Here are some five-letter words that require ample Anagrammatic agility.)

S M I L E with D

— — — — —

R O B E S with U

— — — — —

R U I N S with E

— — — — —

L O I N S with E

— — — — —

C U R S E with A

— — — — —

L Y R E S with U

— — — — —

F A R E D with O

— — — — —

G I V E S with A

— — — — —

R O A C H with L

— — — — —

S E I V E with D

— — — — —

**“SARCASM” COMES TO A BAD END
ESPECIALLY IF CAPTURED WITH “E”**

S A R C A S M with E

V E T E R A N with E

W A S T I N G with T

T U N E D with I

S L A N G with R

S T A I D with F

S U I T E D with O

R U M B L E with S

L A P S E D with I

F L I E R with R

HERE'S A WELL-EARNED REST FOR THE ANAGRAM FAN! THEY'RE ALL ELEMENTARY!

(But they're good practise for words with double letters in them.)

F O O L S with I

— — — — —

S P A D E with L

— — — — —

P L A T E with L

— — — — —

C L O S E with A

— — — — —

D E P O T with T

— — — — —

S P A R E with T

— — — — —

T R I B E with T

— — — — —

D E A L S with D

— — — — —

E A G E R with D

— — — — —

F E A R S with W

— — — — —

THE LAST ANAGRAM ON THE PAGE IS A
HYPHENATED WORD. WATCH OUT FOR IT!

M I M E S with R

— — — — — with U
— — — — — with G
 and N
— — — — —

D I E T S with U

— — — — — with L
— — — — — with O
— — — — —

G R O I N with E

— — — — — with F
— — — — — with C
 and N
— — — — —

L O V E S with N

— — — — — with T
— — — — — with E
— — — — —

A DIVERTING PAGE OF ANAGRAM SEQUENCES WHICH ONCE START- ED CARRY YOU ON AND ON!

G I A N T with E

— — — — — with L
and E

— — — — —
with V

— — — — —

T A L E S with R

— — — — — with P
— — — — — with T

— — — — —
with E

— — — — —

S P A R E with C

— — — — — with A
and N

— — — — —

FOLLOWING THE ANAGRAM SEQUENCE
TO ITS NATURAL CONCLUSION IS
TODAY'S BIGGEST INDOOR SPORT!

T I N G E with **E**

— — — — — with **L**

— — — — — with **S**

— — — — —

R A G E D with **N**

— — — — — with **E**

— — — — — with **N**

— — — — —

S N E E R with **P**

— — — — — with **D**

— — — — — with **I**
and **T**

— — — — —

I N E R T with **M**

— — — — — with **I**

— — — — — with **S**

— — — — —

HALF AND HALF! YOU'LL FIND SOME
DIFFICULT BUT THE REST ARE NOT!

C R O N E with T

— — — — —

C L A I M with E

— — — — —

F A T E S with Y

— — — — —

G A R N I S H with E

— — — — —

S A L I E N T S with E

— — — — —

F I N D E R with S

— — — — —

C H E E R S with C

— — — — —

L A Y I N G with R

— — — — —

C A R E D with T

— — — — —

P A N I C with G

— — — — —

HOW TO PLAY THE GAME OF ANAGRAMS

WOOD BLOCK ANAGRAMS

(NOTE: The problems contained in *The Anagram Book* are an outgrowth of the game of Anagrams as played with the wooden alphabet blocks. The rules of wood-block Anagrams are simple, but it is not necessary to learn them in order to solve the problems in this book. The rules are presented here for the benefit of those who desire, in addition to working out the word-puzzles in this book, to play the game of wood-block Anagrams.)

ANAGRAMS is played with a set of wooden cubes on each of which is a letter of the alphabet. A box of Anagrams may be purchased in any game store or department store or stationery store. A standard set is manufactured by Parker Brothers, Inc., under the title "The Game of Anagrams" and may be purchased for \$1.00 per set.

The game is played by two or more persons. More than six persons makes for an unwieldy game and is therefore not recommended, although any number actually may play. The object of the game is the formation of words from the alphabet cubes. These cubes placed face down on the table, are drawn upon in turn by the players and combined into words, either by the player constructing words of his own or by capturing the words of other players. The winner is the person who has first obtained a certain given number of words, usually seven. The wooden cubes are removed from the box and placed face down on the table so that the letters are not visible to the players.

It is decided in advance that either three-letter words, four-letter words, or five-letter words are to be established as the basis of play. For example: In the event that four-letter words are decided upon as a minimum, the contestants cannot construct words of less than four letters. For less experienced players this may be reduced to three-letter words. Among experienced players it is generally accepted that words of less than five letters are not permitted.

The game commences with each player drawing a cube and exposing the letter on it. All of the exposed letters are thereupon placed in a pool in the center of the table. The person who has picked the lowest letter (nearest to A) starts the contest by selecting another cube.

He is allowed one minute in which to construct a word, drawing upon the exposed letters in the pool plus his newly selected letter to do so.

Should he find a word lurking among the letters of the pool he takes the word and places it in front of him and by virtue of having made a word he is entitled to another chance. In the event that he is unable to construct a word after a minute's study his chance passes and the player to his left selects a cube.

Thus, in turn, each player within his allotted minute takes a cube and tries to construct a word. Failing to do so, his chance passes. If successful he is allowed one chance for each new word constructed. Now the contest begins in earnest. As soon as a word is made and placed in front of its owner (usually upside down so that the other players may study it more easily) that word is vulnerable to the attack of every other player. Naturally it is important for the owner to make his word safe from the assaults of his competitors and therefore a player's aim should be to build up his own word by constant changes and additions, thus making it as secure from capture as possible.

In the formation of words direct from the pool the player uses as many letters as he chooses to make his word. He uses these letters, either in combination with the letter he has just taken for his chance, or without it.

In capturing a word from his opponent he must use ALL of the letters in his opponent's word, plus either the letter he has just selected for his chance or a combination of letters from the pool.

Likewise in strengthening one of his own words before him on the table, the player must use all of the letters in his word plus his new letter or a combination of letters from the table. It is never permissible to drop a letter from a completed word in order to make a capture or change. It is always essential, however, to add one or more letters in making a capture or change.

There are very definite restrictions to stealing words from a competitor or changing one's own words. The complete stem of the word must be changed, thus creating a word of entirely new meaning. This radical change of words means that the player cannot add an "s" to make a plural or an "ed" or an "ing" to make a past tense or a participle. For instance, the word "tear" is on the table and the next player draws an "s." He is not allowed to capture the word by making it "tears," but by studying the word he sees that he can change its complete meaning by making it "rates" and this he does, taking the

word from his opponent and placing it in front of himself. The word belongs to him until another player can change its meaning by the addition of one or more letters. Should the next player draw another "s" it would be his privilege to take the word away again by making it "stares."

Under the heading "Hints for Solution of the Problems in *The Anagram Book*" are given valuable clues for the Anagrammist. These hints should be carefully noted. They are a worthwhile help in the perfection of your game. Two more valuable suggestions, applicable to the construction of words in wood-block Anagrams, should be added here: Watch for the appearance of J's and Z's in the pool. Anagrams constructed with these letters are almost always safe from capture, as for instance JAZZ, JUNK, etc. The letter K likewise makes for a safe Anagram. Also, when there is a Q in the pool and no U, don't waste your allotted minute in this construction. The QU combination is the only possible one.

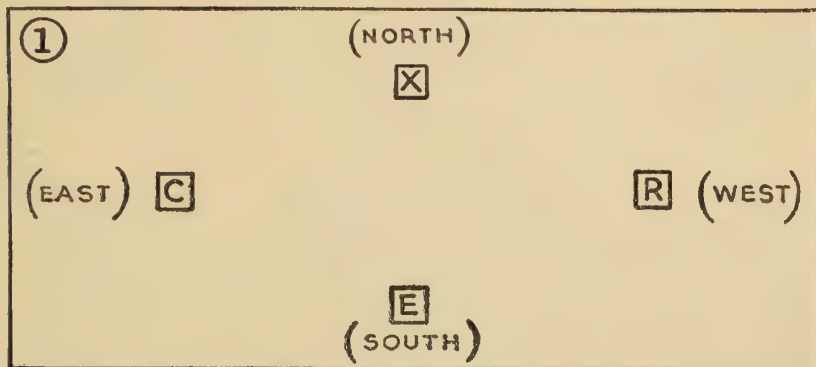
The rules of Anagrams restrict the kind of words which may be constructed. Generally speaking, any English word or Anglicized foreign word is allowed. Prohibited words include proper nouns, foreign or ancient words no longer in the ordinary vocabulary, obsolete words and hyphenated words. A good standard dictionary should be available to decide any difference of opinion among the players as to the eligibility of a word. Common sense is always the determining factor.

In contests among more advanced players the word restrictions are altered to suit the mutual desires of the players, thereby allowing the introduction into the play of words which by their very cleverness in change or capture invite acceptance. A more detailed exposition of this phase of the play as well as a comprehensive set of rules is included in this book under the "Official Code of the Amateur Anagram Society of America."

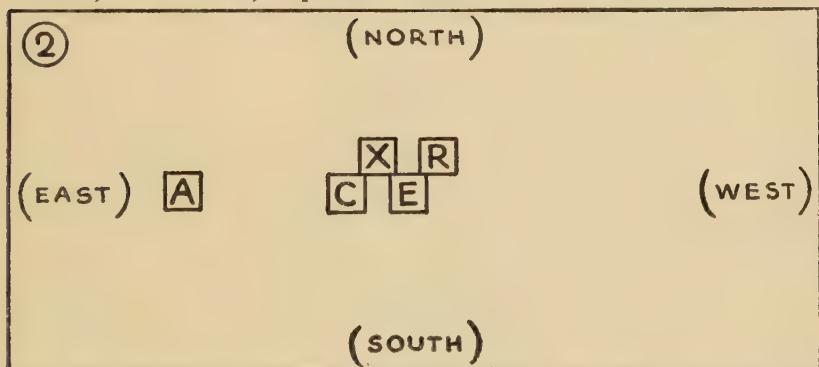
For the moment let us sit in on a typical game of Anagrams for purposes of illustration. The word constructions as given in this game are the versions of the players and are not represented as the only Anagram possibilities on the board. Under ordinary conditions the game ends when one person has accumulated seven words. It will suffice for our analysis to play only until three words have been constructed.

ILLUSTRATED GAME

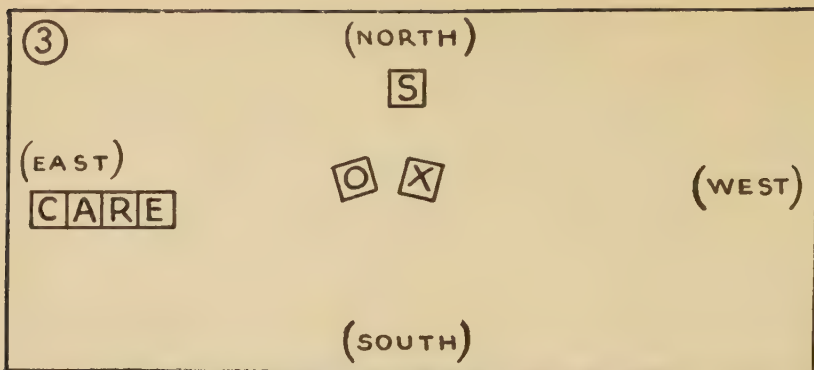
It has been agreed that words of less than four letters are not to be allowed.



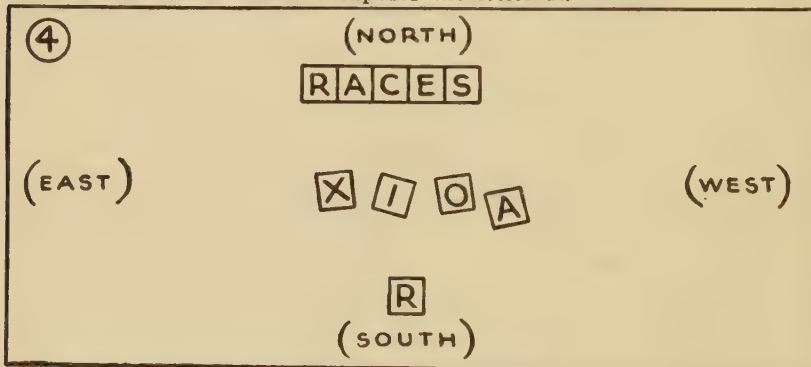
(1) The Anagram cubes have been placed face down on the table and each of the players has drawn a cube, exposing the letters C, E, X, R. East, having picked the lowest letter C, initiates the play by drawing another cube. All of the cubes are placed in a pool in the center of the table. East picks the letter A and is given one minute to construct a word, or if he fails, to pass.



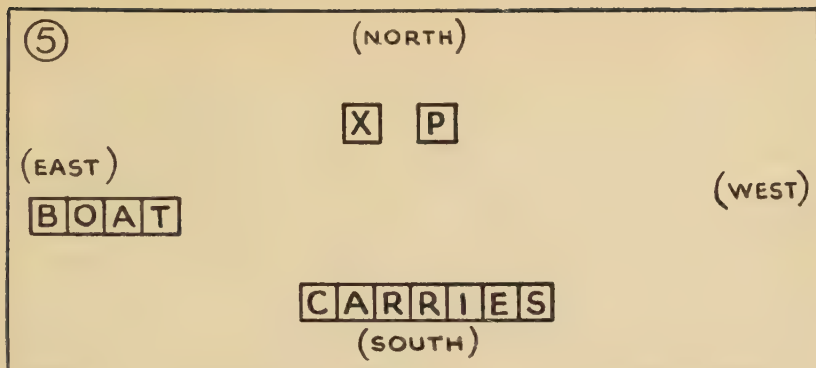
(2) With his newly chosen letter A, together with the letters RCE from the pool, East constructs the word CARE and places the word in front of him. Having made a word he is entitled to another draw. He picks the letter O and is allowed another minute either to make a word from the board or to change his own word, thereby making it more secure from capture by his opponents. Since the only remaining letter on the board is now X and he can see no way of changing his word CARE with O, he is compelled to pass. It is now North's chance and he picks a cube, exposing the letter S. North holds the letter S and has one minute to make an Anagram.



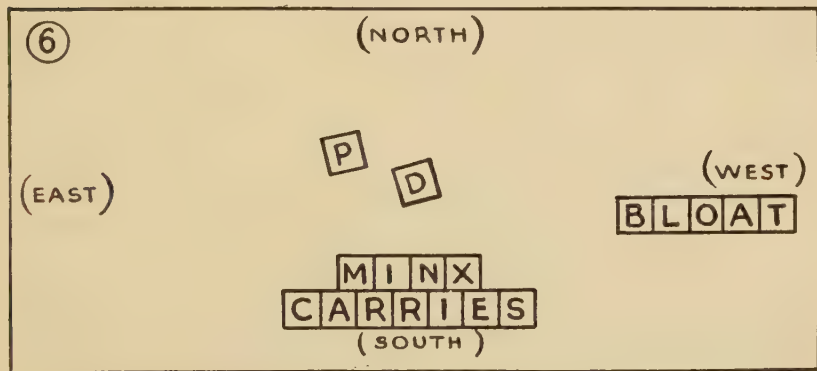
(3) Since there is no possibility of a word from the board, there being but the letters O and X. North studies the word CARE which East has in front of him and notes that it can be captured with S by making it RACES, a complete change of meaning. North takes the newly made word RACES and puts it in front of him. He is entitled to another draw and picks a cube exposing the letter I. After a minute's thought allowed him he passes, being unable to either take a word from the pool (there being only X, O, I), or to change his word RACES with any of the letters from the pool. It is now West's chance. He exposes the letter A and after his minute has elapsed he confesses his inability to make a word and passes. In the pool now are the letters X, I, A, O. It is South's chance and he exposes the letter R.



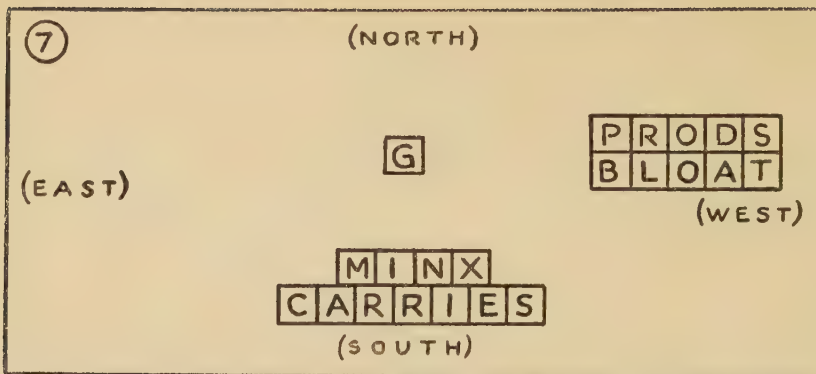
(4) South surveys the pool, sees no possibility there and transfers his attention to North's word RACES. The word could be rearranged to make ACRES but he remembers that one or more letters must be added to effect a capture. Then he notes that with the addition of the letter I from the pool and the R which he has picked he can change North's word to CARRIES. He captures the word, places it before him and picks another cube exposing the letter B. He can do nothing with it and passes to East who picks the letter T. In the pool remain the letters X, O, A, B and now East with his T makes the word BOAT. He gets another chance, picks the letter P and passes.



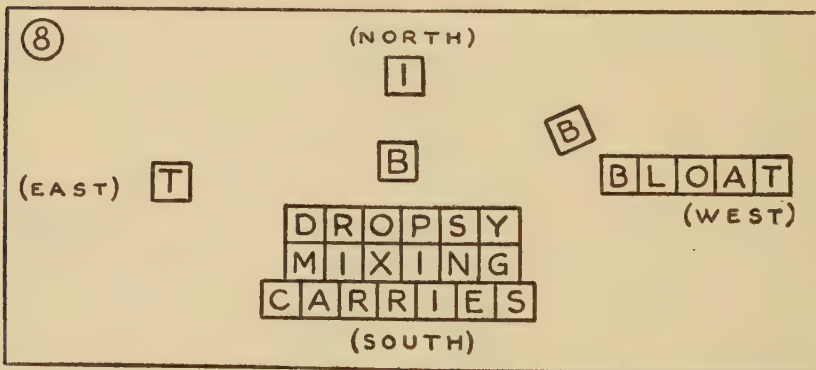
(5) North picks the letter N and passes. West picks the letter L and captures East's word by making it BLOAT. He gets another chance but is unable to do anything with his new letter I. South now picks the letter M and with the I, N, X in the pool makes the word MINX, which seems impregnable. He has another chance for making a word, picks the letter D and passes.



(6) This is how the board now looks. In the pool are only the letters P and D. It is East's chance and he picks the letter S. He finds it impossible to change any of the words of his competitors and passes. Likewise North passes, having picked R with which he can see no capture. West is next in turn and picks the letter O. He is quick to see that with the letters P, R, D, S from the pool together with his letter O he can make the word PRODS. He takes the word, picks the letter G and is compelled to pass, being unable to effect any change.



(7) It is now South's chance. Since it has been established (merely for purposes of illustration) that three words win the game and South and West are tied with two words apiece, the contest has reached a crucial point. South picks a cube and exposes a disappointing Y. In the pool is only the remaining letter G and obviously he can do nothing there. His minute is fast ending when he quickly realizes that with West's word PRODS and his Y he can make DROPSY. Now he has three words to West's one word.



(8) Before South is entitled to victory, the play must go once around, giving each of the contestants a chance to stop the winner from going out. South continues his play therefore and having made DROPSY he takes another cube I. He is unable to capture West's remaining word, but by adding the G in the pool, plus the I which he has just drawn, he changes his word MINX to MIXING, thereby making it more secure against stealing. He is entitled to another chance and picks the letter B which he cannot use and so places in the pool. Thereafter in turn East picks a T, North picks an I and West picks a B. They are unable to capture any one of South's three words and he wins. The board, illustrated above, shows how the players stood at the end of the game.

CODE OF THE AMATEUR ANAGRAM SOCIETY OF AMERICA

Formulated and Adopted at the organization meeting of the Society in the Inner Sanctum, 8th Floor, 37 West 57th Street, New York.

1. Any standard set of wood-block Anagrams may be used. Card-board or paper Anagrams are ruled out as inimical to the best development of the game. The set manufactured by Parker Brothers, Inc. under the title "The Game of Anagrams" and retailing for \$1.00 is recommended by the Society.

2. The Anagram cubes must be placed face down on the area of play and thereafter mixed thoroughly. In the event of a cube being turned up at any time by the carelessness of a player or through other cause than a legitimate draw, the cube shall be placed face down again and thoroughly mixed with the others.

3. Each player shall draw a cube and expose it in a pool in the center of the table. The person drawing the letter nearest A is the first to play.

4. First player draws a letter and is allowed one minute of play to construct an Anagram.

5. He may utilize any or all of the letters in the pool, either together with, or without the letter he has drawn.

6. In the event that he constructs an Anagram he is allowed another chance to draw. In the event that he fails to make an Anagram his chance passes to the player at his left.

7. Thereafter in turn each player draws a letter and is allowed one minute in which to construct an Anagram.

8. Words under five letters are not permitted in play. If the Anagram offered in play is a plural, or a past tense, or a participle, it must be a minimum of six letters.

9. As each Anagram is constructed it is placed directly in front of its owner in column formation with the words facing out toward the center of play. Once the Anagram is in place the play cannot be recalled for another possible choice of its constructor.

10. In addition to being able to utilize any or all of the letters from the pool, together with the letter drawn, the player may capture Anagrams from his opponents by the addition of letters from the pool or with the letter drawn.

11. An Anagram may be captured only by a radical change of the stem and meaning of the word. The addition of an "s" making a plural, or the addition of a "d" or "ed" or an "ing" to a verb making a past tense or a participle is not permissible.

12. In the capture of an Anagram all of the letters of the word taken must be utilized in addition to one or more letters, either from the pool or the draw. The captured word may not be separated to make two words.

13. The following types of words are not acceptable in play: Proper nouns, names of people and places, foreign words, ancient words, words requiring an apostrophe or hyphenated words. Exceptions to the above are as follows:

14. At the beginning of a game of Anagrams it shall be decided among the players whether or not to admit the introduction of Anagrams which by their cleverness and charm invite acceptance. If it is decided that "Charming Anagrams" be admissible, then at such times during the competition as they occur their acceptance shall be placed before the players for vote. Anglicized foreign words are at all times acceptable. Hyphenated words in common usage or two words which are ordinarily wedded may be submitted to the playing group for consideration.

15. An Anagram may not be duplicated by any player in his own column. The same Anagram may be constructed by other players in their own columns.

16. A standard dictionary should be at hand at the commencement of play and all questions of challenge must be decided by recourse to it. Words indicated as obsolete by the dictionary are not permitted in play.

17. If the player who has challenged either the spelling or the eligibility of an Anagram be found wrong in his challenge, he shall forfeit his immediate play. If upon recourse to the dictionary his challenge is substantiated the player he has challenged must forfeit his play and the letter he has drawn is placed in the pool.

18. The challenge must be made only at the time of play. If the Anagram is found to be incorrect after the next in turn has drawn his letter, the Anagram is incontestable and remains in the column of its creator unless subsequently captured.

19. The decision should be made at the commencement of play whether to limit reference to the dictionary only to times of challenge.

20. If it is agreed that reference to the dictionary may be made by the players at other times, then the word must be specifically stated and the player may consult the dictionary when it is his turn to play, the time necessary to do so being taken from his allotted minute of play.

21. If upon the completion of any player's allotted minute there shall remain on the board an Anagram which has been missed, either in the pool or by capture from any column by use of letters in the pool, then it shall be the privilege of any other player who sees such an Anagram to challenge the next player in turn. The latter must immediately designate the missed Anagram or pass his chance. If he passes, the challenge is made to the next in turn, continuing so until the missed Anagram is designated. If none of these intervening players are able to designate the Anagram it shall finally be the capture of the player who has first challenged and the play shall continue normally thereafter.

22. The act of Kibitzing renders any play void, and if the person giving assistance be one of the players, he must forfeit his immediate turn. Whether such assistance be from a bystander or from one of the players, the Anagram thus constructed must be returned to the board and it shall not be permitted any of the players to make such an Anagram from the pool until one complete round of play is ended.

23. When any player has constructed seven words and has been able to hold them in his column against capture for one complete round of play he shall be adjudged winner.

ANSWERS

(NOTE: The Answers given here are the Author's Versions of the
ANSWERS TO THE ANAGRAM BOOK. It should be noted that there are
times other solutions to any given Anagram. Your own construction is
equally acceptable providing it meets the established rules of Anagrams.)

ANSWERS

Page 13	Asked Purest Aloft Canes Porch	Bride Navel Lamed Sprout Chair	Page 21	Mails Taboo Defer Usher Froze	Laird Urban Urged Lense Hours
Page 14	Dreamer Cafes Strong Lurch Raced	Create Forest Tether Later Lease	Page 25	Raced Sacred Creased Table Bleats Blasted	Danger Angered Deranged Staple Plaster Replates
Page 15	Voter Aside Crowd Rouge Devour	Raven Shame Table Aloud Brace	Page 26	Pains Pianos Passion Waters Wasters Wastrels	Greed Degree Greeted Retail Article Metrical
Page 16	Flown Trade Raffle Bilge Gaunt	Delta Yield Dally Value Women	Page 27	Install Scamper Spinach Tribute Skipper	Crusade Ravines Creased Tonight Intense
Page 17	Dairy Venom Gusto Vapid Graze	Types Bison Upset Gavel Merit	Page 28	Lotions Inkwell Verdict Chamber Garters	Blather Confess Thimble Trestle Implied
Page 18	Bailed Begets Girder Vermin Bigots	Verity Recoil Swivel Brazen Grovel	Page 31	Warble Garble Rabble Bailer	Blamed Gamble Bedlam Marble
Page 19	Trowel Garden Divans Aigret Admire	Aslant Appeal Spinnet Diners Tocsin	Page 32	Anchor Carbon Cornea Rancor	Tackle Lancet Claret Castle
Page 20	Garnet Beggar Cargoes Sloven Thorns	Rotate Gnomes Carpet Encores Repent	Page 33	Eaters Sedate Estate Seated	Lariat Retail Ritual Rialto

Page 34	Withdraw Topmost Natural Curtain Knavish	Reverses Intrigue Relating Glucose Recharged	Page 43	Scathe Talents Origin Forfeit Facets	Turban Verdant Sphere Behest Soothe
Page 35	Becalm Insect Musket Garden Girdle	Arrest Engrave Harvest Valets Scarlet	Page 44	Tingle Melting Ligament Alignment	Paints Hatpins Thespian Pantheism
Page 36	Analid Udders Absurd Ballot Canoes	Detach Banister Senile Dredge Foreman	Page 45	Augment Sorrel Skillet Leather Energy	Fidget Endears Parcel Cavalier Rattan
Page 37	Stable Bastile Establish Quoits Mosquito	Silent Lentils Bulletins Missle Solecism Camisoles	Page 46	Ignoble Robust Acceded Bother Ligation	Upshot Cameras Grotesque Enrage Usurped
Page 38	Osteopaths Toothpastes Placed Placated Catapulted Capitulated	Later Relate Elevator Angels Sealing Lineages	Page 47	Kindly Kidney Smiled Midges Misled	Tamper Tapers Repeat Chapels Scalpel
Page 39 40	Writes Sortie Priest Strive Inters Strife Resist Stride Smiter Bistre	Merits Litres Mitres Sprite Timers Stripe Mister Sitter Insert	Page 48	Amuse Means Mares Reams Lames Males	Seams Smear Beams Dames Games Tames
Page 41	Tangerine Garnishes Kipper Chicken Debase	Launders Impugne Trifle Rapport Troops	Page 49	Decrease Enclose Bedstead Hardship Grapevine	Directors Delirious Gherkin Scorpion Gridiron
Page 42	Sonnet Enigma Sombre Sabotage Casket	Chariot Impose Domain Troubles Ladies	Page 50	Convulse Tableaus Skirmish Merchant Weevils	Westward Gangrene Holiday Accordions Mandolin
			Page 51	Hegiras Fuseloil Rarefy Source Unused	Lighten Sodden Noisome Worlds Foreign
			Page 55	Escort Tatters Brisket Lettuce Anthem	Sonata Answer Caress Snivel Caramel

Page 56	Goitre Action Quinine Another Adroitly	Latticed Melody Zither Thesaurus	Page 65	Markets Security Bearish Decrease Reacts	Drastic Outright Collateral Directors Larceny
Page 57	Habits Brothel Acorns Hawser Gasket	Salute Answer Signal Addles Golfer	Page 66	Tiaras Parasite Usable Baubles Satchel Chattels	Queries Requiem Virtue Furtive Adoring Sangfroid
Page 58	Gentian Congenial Brightens Wreath Ageless	Safety Bickers Hatreds Practise Gladden	Page 67	Never Veneer Revenge Caper Preach Poacher Chaperon	Pleads Plashed Asphodel Grand Ranged Angered Endanger
Page 59	Anger Graven Avenger Scavenger Crowds Cowards	Margin Harming Marching Easel Leases Weasels	Page 68	Launder Gullet Eludes Display Certain	Grisly Deacon Absorb Taciturn Gaseous
Page 60	Scalp Places Special Allspice Calliopes	Lares Serial Derails Salaried Airedales	Page 69	Grudges Indents Gasolines Cabins Palsied	Morose Sentinel Recharged Butler Fetish
Page 61	Sketchy Viscera Grandiose Bandbox Closeup	Ignoramus Ageold Diagonal Dishrag Headwinds	Page 70	Chapel Maiden Aisles Season Largess	Enrage Berets Drowns Desert Static
Page 62	Augratin Crustacean Asafedita Celluloid Flatheaded	Hacienda Enchilada Apothecary Trencherman Amnesty	Page 71	Enlist Pliant Eastern Bromide Alloys	Images Decorates Rented Impart Bowels
Page 63	Bleats Battle Oblate Ballet Tablet Stable	Albeit Arcade Cedars Carted Scared Sacred	Page 72	Gospel Grocers Loaves Unreal Rouged Virile	Virtues Pirate Fakers Indorse Health Belong
Page 64	Allude Allied Walled Called Trellis	Slither Retails Blister Filters Trifles	Page 73	Dancer Scented Sample Genius Artist Impress	Forearm Muscle Potshot Asleep Escape Ending

Page 74	Braces Braise Rabies Beards Breads Braves	Breaks Bakers Blares Breast Zebras	Page 83	Rancid Venial Symmetry Aslant Demand	Reloads Sceptre Equity Utensil Repast
Page 75	Worsted Destroy Roasted Mainstay Animates	Yodels Soldier Oldest Madras Armada Maraud	Page 84	(T) Others (C) Chores (S) Horses (W) Whores (T) Throes	(S) Shoers (H) Health (M) Hamlet (W) Wealth (R) Lather
Page 76	Percents Lockers Homeruns Pitchers Grounder	Coaches Catchers Rallies Outfield League	Page 85	(R) Trainer (R) Terrain (N) Entrain (S) Retinas (G) Tearing	(I) Inertia (C) Certain (P) Painter (P) Pertain
Page 77	Attuned Guerdons Halcyon Triangle Confetti	Ingenues Seraglio Yearling Tangible Science	Page 86	Passkey Speakeasy Busboy Busybody	Prewar Wrapper Storage Outrageous
Page 78	Unseat Saunter Saturnine Nailed Dealing Maligned Misleading	Swine Sinews Swindles Means Seaman Manages Magnesia	Page 87	Baring Barking Breaking Debarking Lathes Stealth Athletes	Reach Arched Chartered Starched Laster Antlers Entrails
Page 79	Pirate Traipse Parasite Artist Transit Instant Entertains	Appeal Apparel Wallpaper Macaroni Harmonica Maraschino Anachronism	Page 88	Meringues Garland Smothers Extras Indulges	Upside Accost Warbler Barrister Indigo
Page 80	Aliens Adepts Harvest Zipper Permit	Measles Gaiter Flags Breast Silent	Page 89	Wiseacre Policeman Liberties Similar Decalogue	Rainbow Palpable Hothouse Solitaire Rosebush
Page 81	Libidos Tortoise Umbrella Deception Appoint	Violent Focuses Weapons Quietus Chalice	Page 90	Nudest Unused Sudden Undoes Sunned Satchel	Teaches Sachets Scatches Latches Patches Catches
Page 82	Anglican Edition Torpedoes Routine Scarlet	Howler Pokers Witness Steward Jargon	Page 91	Bungled Cudgel Deluge Plagued Indulge	Lugged Dueling Bulged Laughed Lunged

Page 92	Amends Marines Angles Dangle Tangle Glance	Angels Mangle Formal Glamor Normal Clamor	Page 101	Foiled Fiddle Lifted Rifled Defile	Filled Laments Ailment Mantles
Page 93	Camphor Lingerie Tirade Bedevil Berserk	Antique Umpire Annals Frigate Drought	Page 102	Scrape Escarp Fertile Filbert Unseat	Unties Pulpit Uplift Uproot Torpor
Page 94	Vertigo Trainer Tailors Toques Triangle	Observes Impulse Upper Retinue Veiling	Page 103	Misled Bourse Insure Insole Saucer	Surely Fedora Visage Choral Devise
Page 95	Weather Trespass Germinates Weavers Languid	Unripe Enlarges Forcepts Abrade Gallow	Page 104	Massacre Venerate Swatting United Gnarls	Fadist Tedious Slumber Palsied Rifler
Page 96	Gains Assign Signals Sailings Isinglass	Eagle Legate Elegant Gelatine Eglantine	Page 105	Folios Pedals Pallet Solace Potted	Repast Bitter Addles Agreed Wafers
Page 97	Usages Assuage Sausages Sluice Cuticles	Appeal Applause Applesauce Blower Furbelow	Page 106	Simmer Immures Summering Suited Dilutes Solitude	Ignore Foreign Enforcing Novels Solvent Love-nest
Page 98	Island Decide Kingly Wardrobe Impulse Recluse	Gamble Career Ponder Verities Meteors	Page 107	Eating Gelatine Elevating Escarp Pancreas	Staler Psalter Platters Saltpeter
Page 99	Allege Brigand Girder Scrotum Winter	Ageless Living Mildew Weasel Garret	Page 108	Teeing Gentile Sleeting Garden Derange Endanger	Preens Spender President Minter Interim Minister
Page 100	Termagant Guardian Mustache Albumen Detective	Artichoke Granulate Lacerate Therapy Meagre	Page 109	Cornet Malice Safety Shearing Essential	Friends Screech Angrily Traced Pacing

A NOTE ABOUT THE AUTHOR

SILAS F. SEADLER is the originator of "Unscrambling the Anagrambles," an outgrowth of the game of wood-block Anagrams which began as a newspaper feature and has now resulted by popular acclaim in **THE ANAGRAM BOOK**. MR. SEADLER, an advertising writer with Metro-Goldwyn-Mayer Pictures in New York, is one of America's leading Anagrammists, and has for some time been devising these tantalizing word-puzzles for the nation-wide King Features Syndicate, reaching literally millions of newspaper readers. His education in Anagram technic began in childhood when he used Alphabet Blocks to make daring one-syllable Anagrams. In his later youth, when informed that Grant took "Richmond," his natural inquiry was "with how many letters?" When asked what he does in his spare time, the author said: "The true Anagram player never has any spare time."



from THE INNER SANCTUM OF

SIMON and SCHUSTER

Publishers - 37 West 57th Street - New York

VENUS PENCILS



Here's an easy one for puzzle fans: a five-letter word meaning the finest pencil in the world!

Right!—the word is VENUS. Of course, the publishers of this book gave you a hint when they included a VENUS pencil with it. They know that in all professions and businesses where the best pencil must be used, VENUS is the choice.

**THE
LARGEST
SELLING QUALITY
PENCIL IN THE
WORLD**

17 Black Degrees—3 Copying

For bold heavy lines . . . 6B-5B-4B-3B

For writing, sketching . . . 2B-B-HB-F-H

For clean fine lines . . . 2H-3H-4H-5H-6H

For delicate, thin lines . . . 7H-8H-9H

Perfect for making neat small figures, notations, check marks, etc., in color. Better than ink for clean, thin-line underscoring. Ideal for sketching and drafting. Sharpen in a pencil sharpener to a needle point.

UNIQUE
TRADE MARK REGD.
THIN LEAD
COLORED PENCILS
24 Colors
Make fine lines in color



Asst. No. 1116 (12 colors) *per box* \$1.00

Asst. No. 1117 (24 pencils) “ “ \$2.00

At all dealers or write direct

AMERICAN PENCIL CO.

Venus Building

Hoboken, N.J.

\$1.00
per
dozen

PARKER GAMES



ANAGRAMS

The Official Set

Neatly printed on white-face wooden blocks. A pleasure to handle and play with. Ask for PARKER BROTHERS' ANAGRAMS—SALEM EDITION.

Price \$1.00

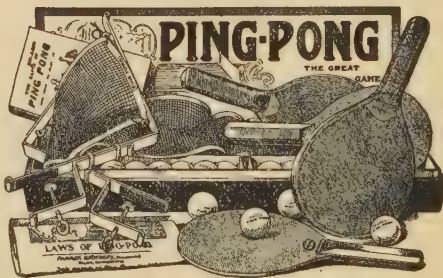
PING-PONG

REG. U. S. PATENT OFFICE

PARKER BROTHERS, Inc.
Sole Owners and Makers.

A fast form of competitive indoor athletics. Its popularity is sweeping the country! The favorite game in the smartest homes and clubs. Played on regulation PING-PONG or dining table. THERE IS NO BETTER GAME!

Price \$1.50 to \$20.



You will enjoy these interesting games

TOURING—PEGITY—SIXES AND SEVENS—INDOOR
OBSTACLE GOLF—JAPANOLA—ROOK—KENO—WINGS
—NUMERICA—CAMELOT—HALMA—PASTIME PICTURE
PUZZLES and many others.

For sale by all leading Dealers

PARKER BROTHERS, Inc.
SALEM, MASS.

